



## **Projects Submitted By Congressman Barney Frank For The Water Resources Development Act (WRDA) of 2010**

Congressman Frank submitted the following U.S. Army Corps of Engineers projects to the House Committee on Transportation & Infrastructure for consideration to be included in the Water Resources Development Act of 2010 (WRDA).

Each project was requested and supported by their respective local government. Additionally, Pursuant to clause 17(a)(5) of Rule XXIII of the Rules of the House of Representatives for the 111th Congress, Congressman Frank has certified that he has no financial interest in such congressional earmark project.

*The 2 projects are listed in alphabetical order:*

### **Muddy River Ecosystem Restoration and Flood Damage Control Project**

*Location:* Town of Brookline & City of Boston, Massachusetts

*Nonfederal Sponsor:* Town of Brookline & City of Boston

*Project Purposes:* Environmental Protection and Restoration, Flood damage reduction

*Project Description:* Update project authorization (522 of WRDA 2000) for Muddy River Ecosystem Restoration and Flood Damage Control Project to reflect true cost of project based on 2003 Final Army Corps Report.

This Project was previously authorized in WRDA 2000 based on the findings of a draft "Chief's Report" that was forwarded to Congress through OMB from the Corps. The Final Army Corps Report was issued in 2003.

Previous authorization limited the project's cost to approximately \$45 million. The Army Corps final report set the true project cost at \$62.8 million.  
Authorization Amount Requested: \$62,830,000

### **Quequechan River Reconnaissance Study**

*Project Location:* Fall River, Massachusetts

*Non-federal Sponsor:* City of Fall River

*Project Purposes:* Environmental Protection and Restoration, Hydroelectric Power, and Recreation

*Project Description:* Reconnaissance Study to daylight a half mile stretch of the Quequechan River presently channeled into piping in the City of Fall River, MA  
Authorization Amount Requested: \$100,000